

GAME BOY ADVANCE

AGB-BR7E-USA

# ROCK'EM SOCK'EM ROBOTS™

INSTRUCTION BOOKLET





**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.



*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.**

**Important Legal Information**

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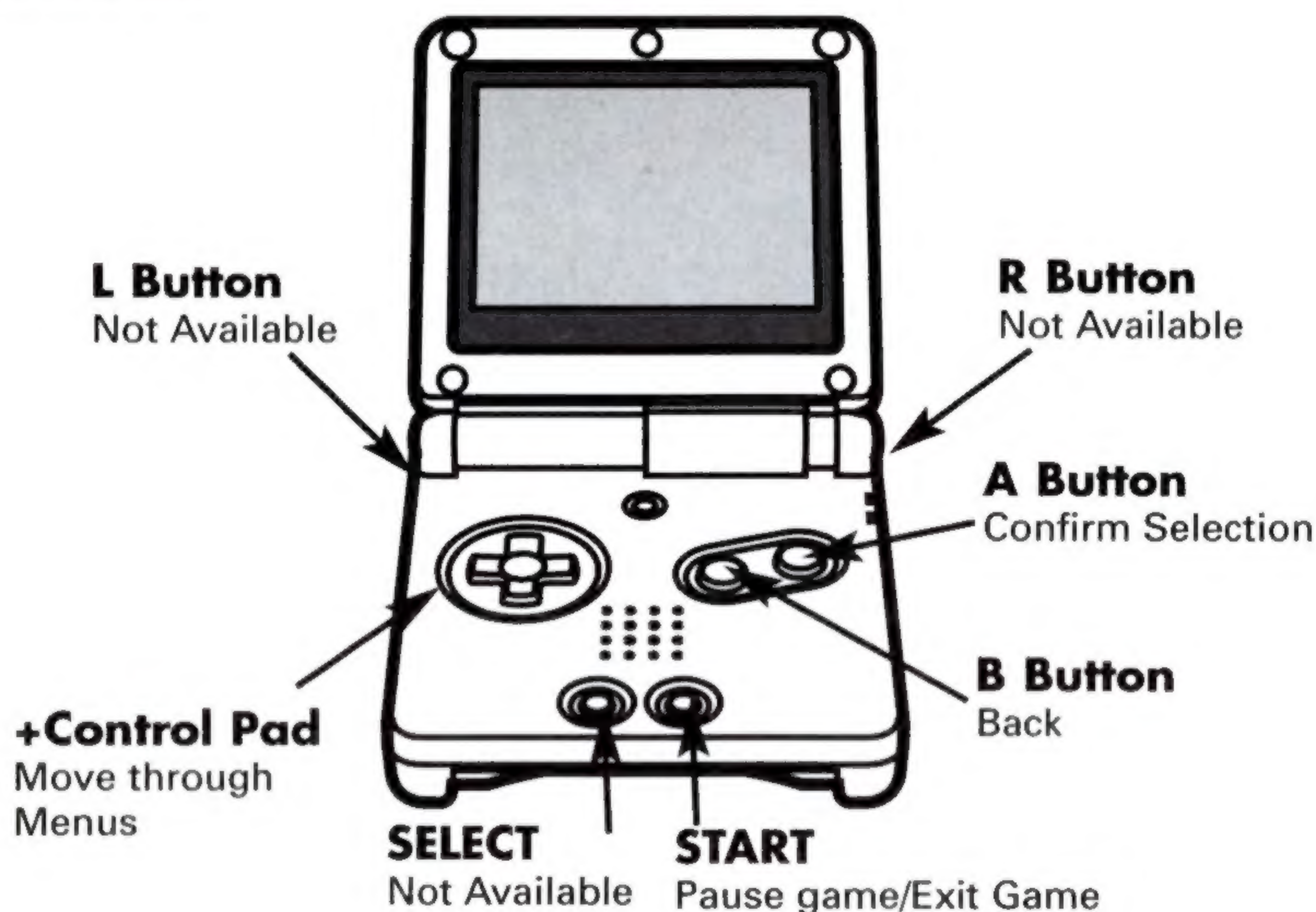
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## GETTING STARTED

Correctly insert the Game Pak into your Game Boy® Advance system. Switch on the system. Press START at the title screen.

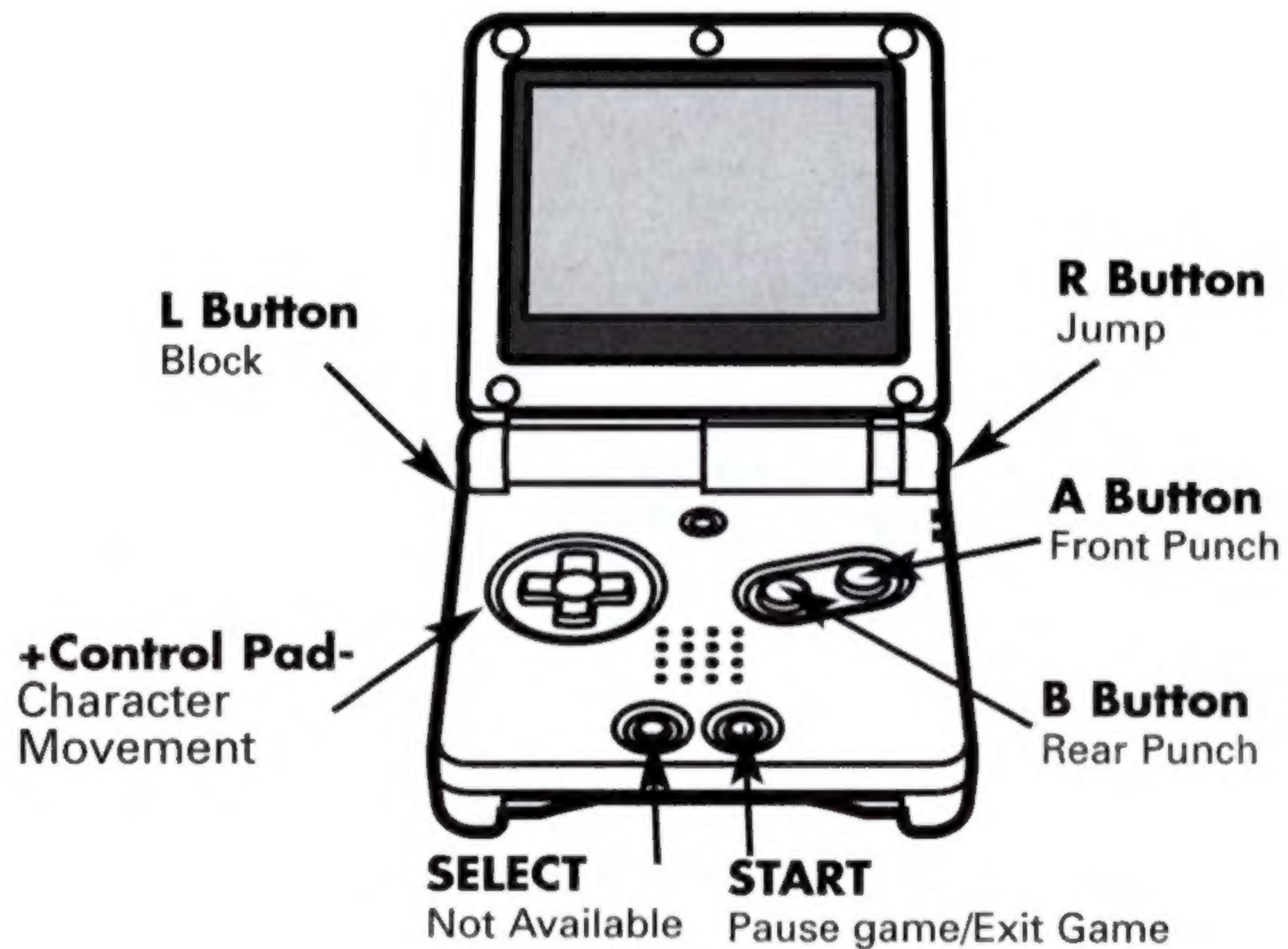
**WARNING :** Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

## MENU CONTROLS





# GAME CONTROLS





## ***MENU NAVIGATION***

To move through menus, press the Control Pad Left and Right. To confirm a selection, press the A Button. To cancel a selection or return to the previous menu, press the B Button.

## ***INTRODUCTION***

Take control of those block knocking, mean machines from the world Famous ROCK 'EM SOCK 'EM ROBOTS™ game from MATTEL®. Using a combination of quick wits, quick skills and a love for knocking your opponents block off, climb the ranks to become the champion of champions!



## ***OBJECT OF GAME***

The object of the game is to become crowned the champion of the ROCK 'EM SOCK 'EM ROBOTS™ universe by beating all those in your way in true knockout style!



## **GAME MODES**

### **TITLE FIGHT**

Press the Control Pad Up and Down to navigate using the appropriate direction to highlight the desired choice.

### **NEW GAME**

Start a new TITLE FIGHT game.

### **CONTINUE GAME**

Continue the TITLE FIGHT game currently loaded onto the Game Boy® Advance system.

### **ENTER PASSWORD**

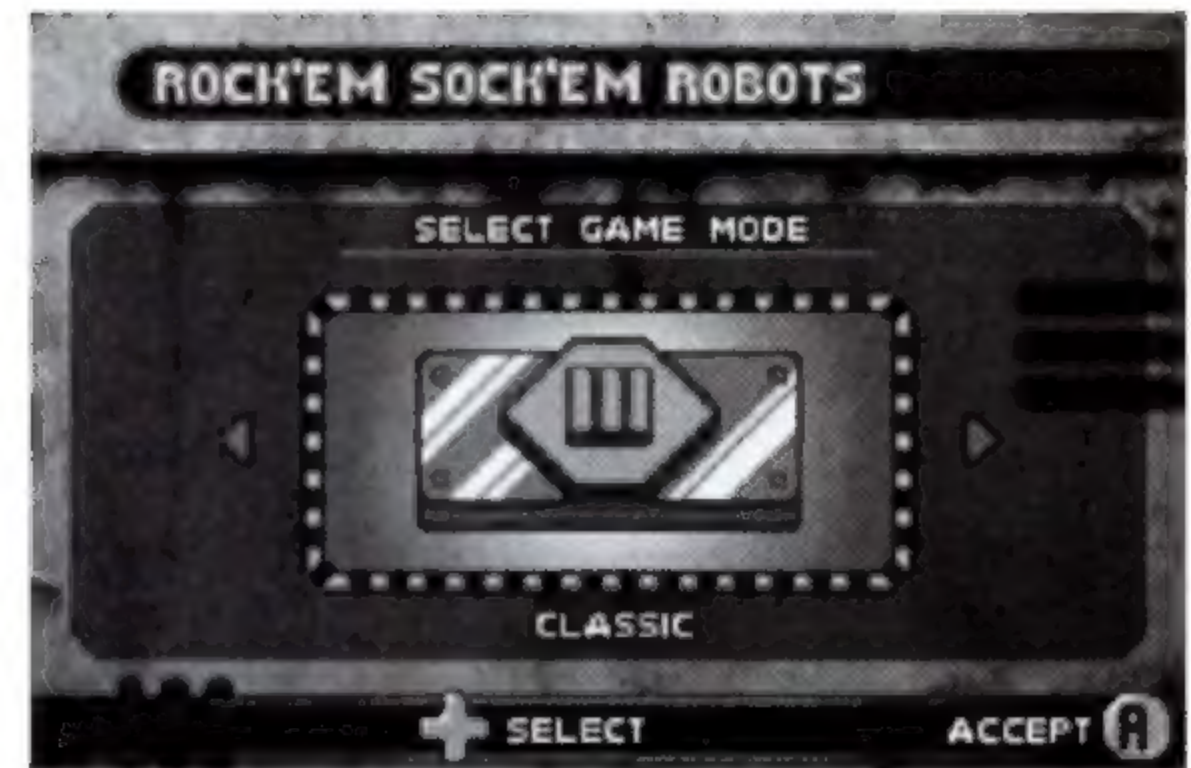
Enter a password to continue a previous WORLD TOUR.





## CLASSIC

Press the Control Pad Left and Right to navigate using the appropriate direction to highlight the desired character that the player will be using. Once selected, press the A Button at the PREPARE TO FIGHT screen to be taken to the battle arena.



## VERSUS

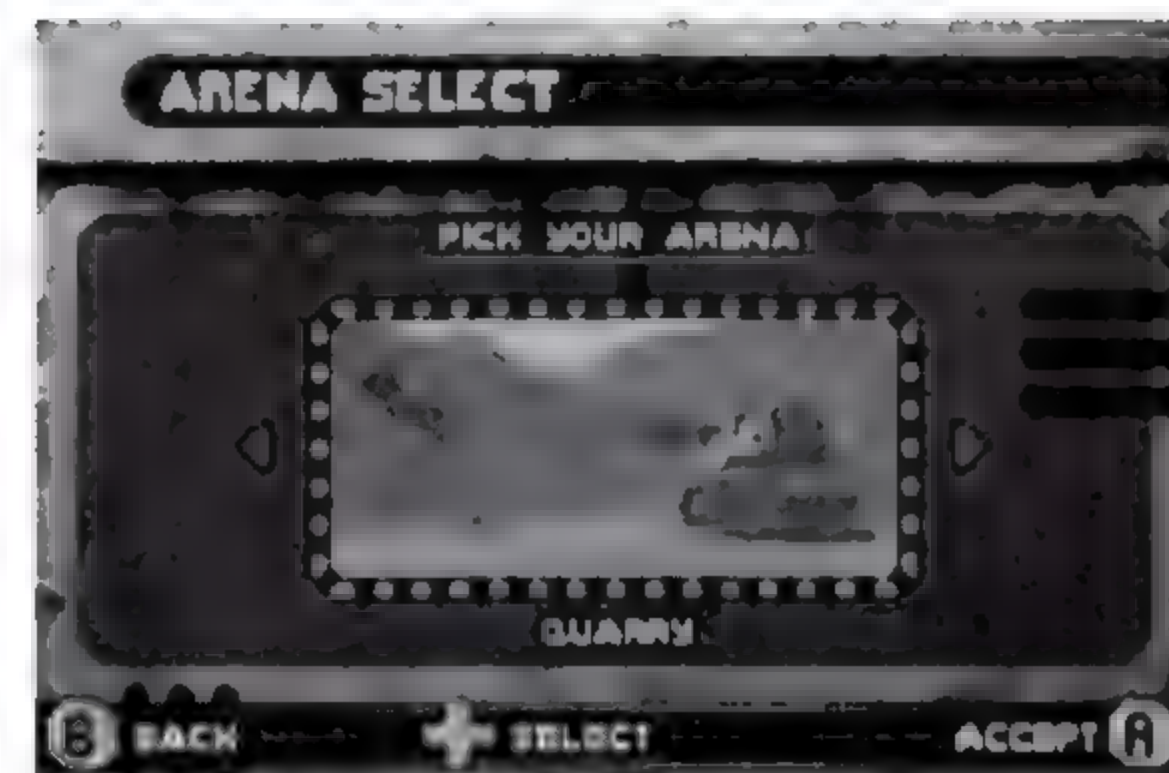
Press the Control Pad Left and Right to navigate using the appropriate direction to highlight the desired character that the player will be using.

Confirm the choice with the A Button and repeat to select the opponent character.





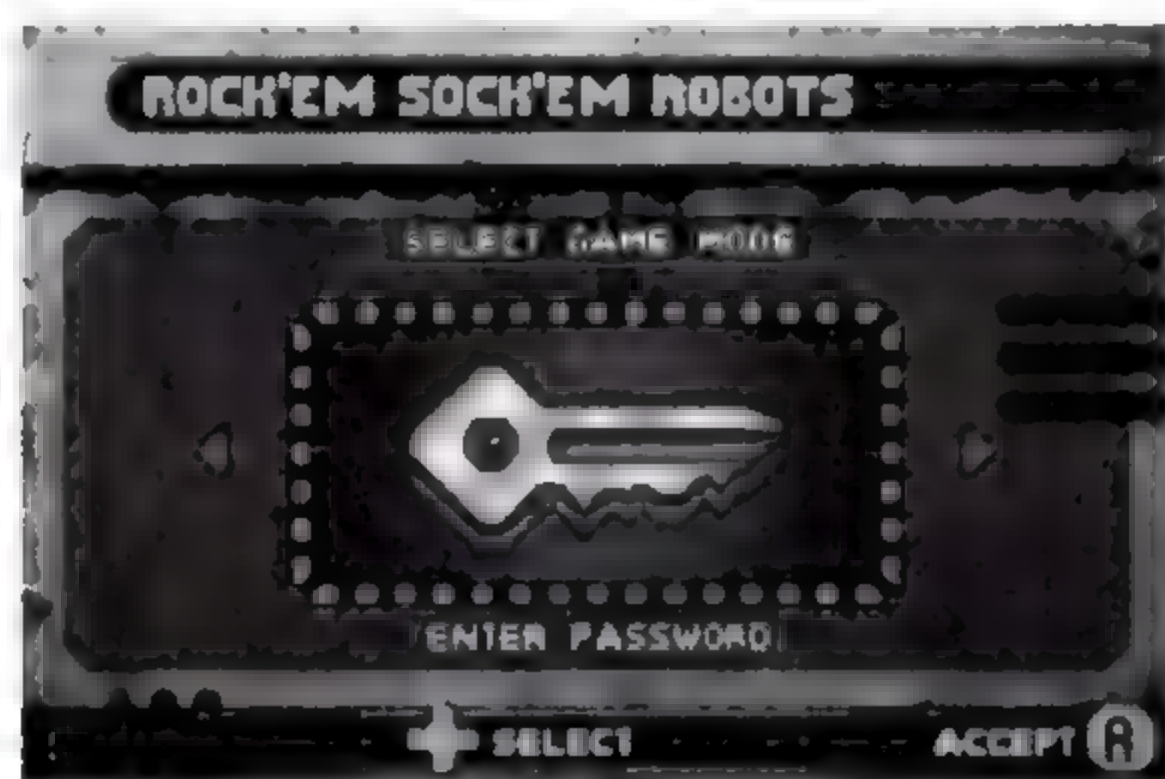
At the next screen, press the Control Pad Left and Right to select the ARENA to fight in. Once again, confirm the choice with the A Button. Once selected, press the A Button at the PREPARE TO FIGHT screen to be taken to the battle arena.



## ***ENTER PASSWORD***

Press the Control Pad Left and Right to select the desired character to change. Once the flashing icon surrounds the desired character, press the Control Pad Up and Down to cycle through the available characters.

Once all the characters have been set, press the A Button to accept the password. If the password is correct, a "password ok!" message will appear. If the password is incorrect, a password invalid!" message will appear.





## **OPTIONS**

### **BATTLE DURATION**

Press the Control Pad Left and Right to change the time the battle will last for.

### **MUSIC VOLUME**

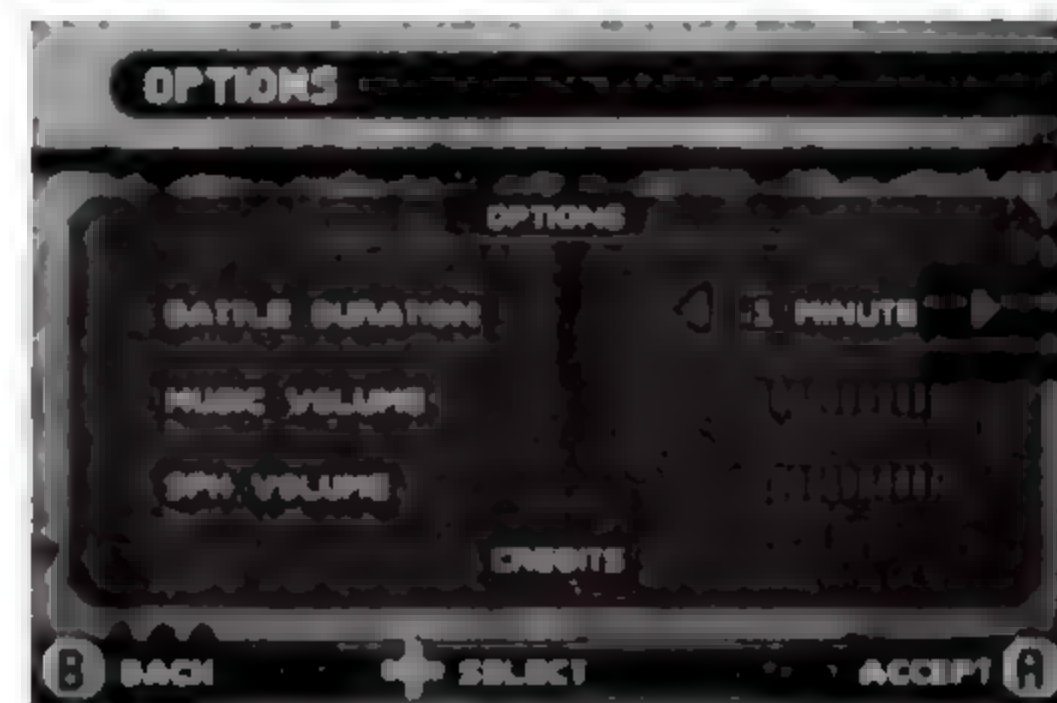
Press the Control Pad Left and Right to change the volume of the music heard in the game.

### **SOUND EFFECTS VOLUME**

Press the Control Pad Left and Right to change the volume of the sound effects heard in the game.

### **CREDITS**

To view the credits of those that made the game.



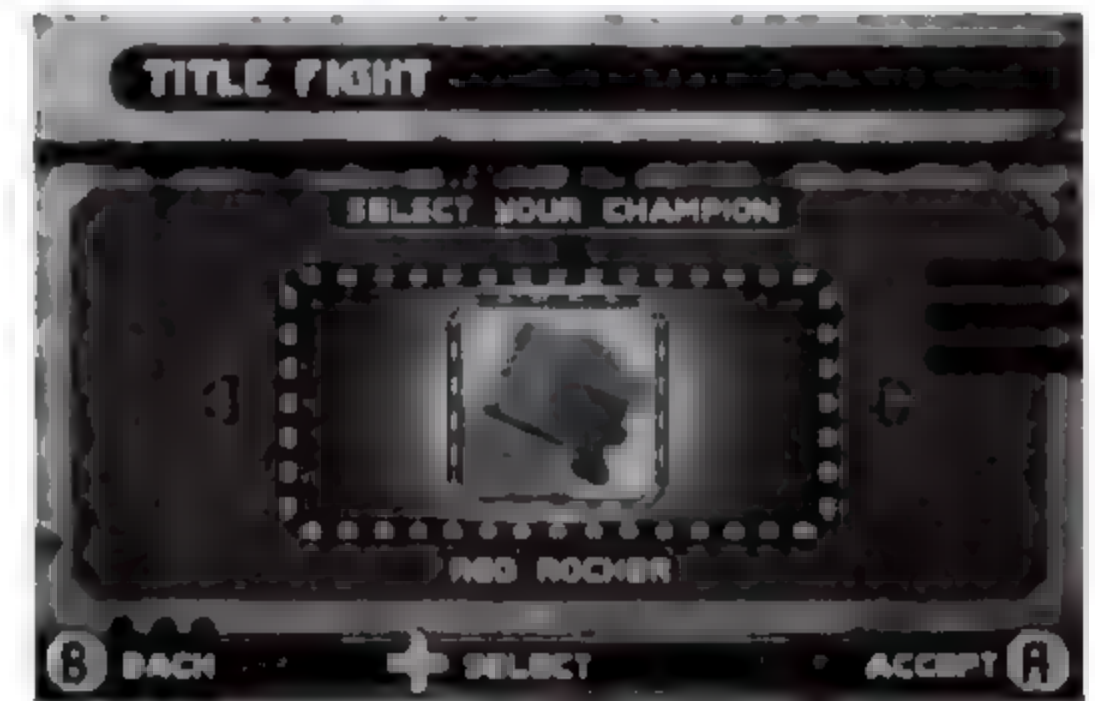


# STARTING A NEW GAME

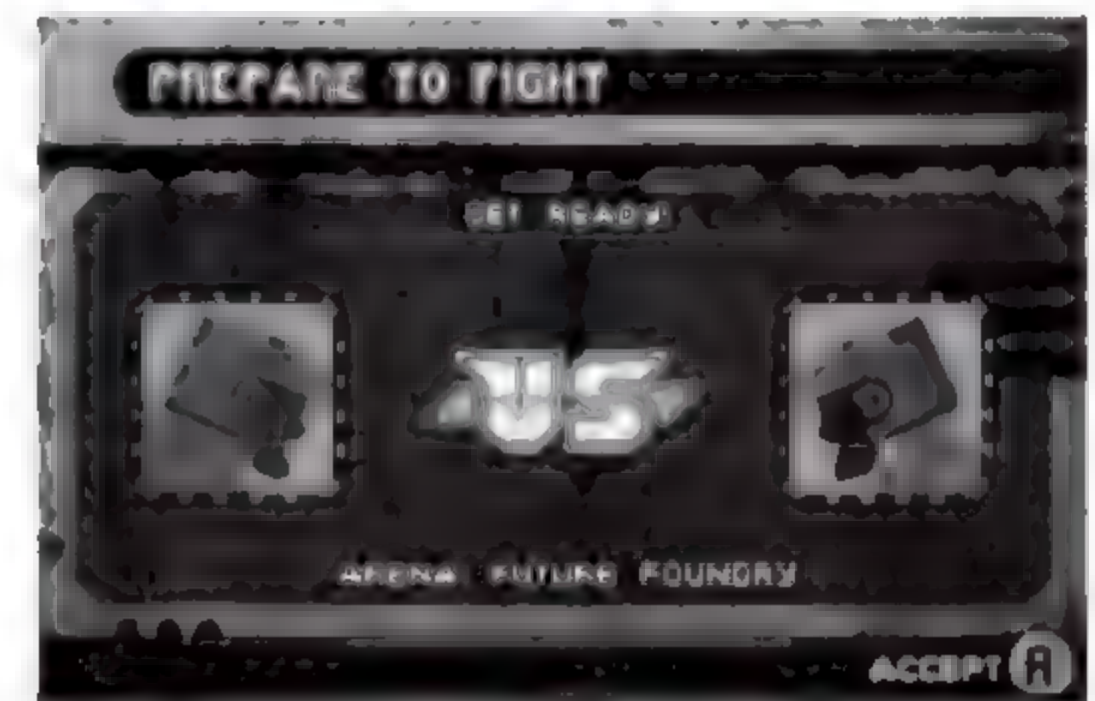
1. From the TITLE FIGHT screen select NEW GAME.



2. At the next screen, choose the robot with whom you want to go for the glory!



3. After a brief dialogue screen, you will be shown whom you will be fighting along with the arena.

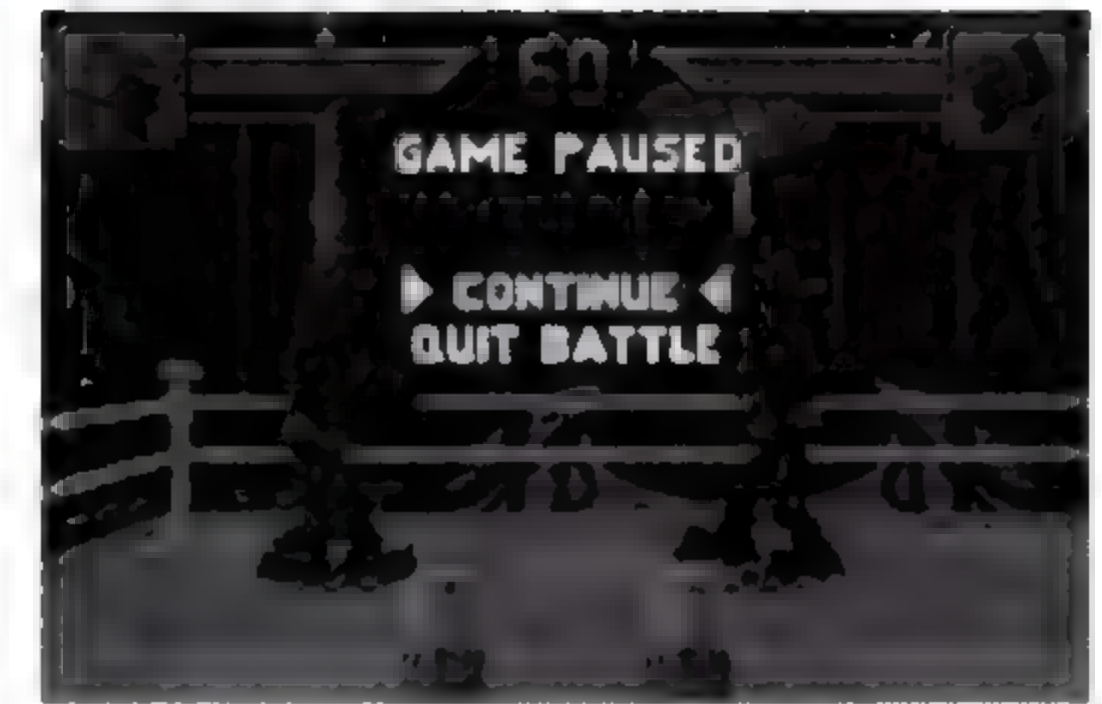




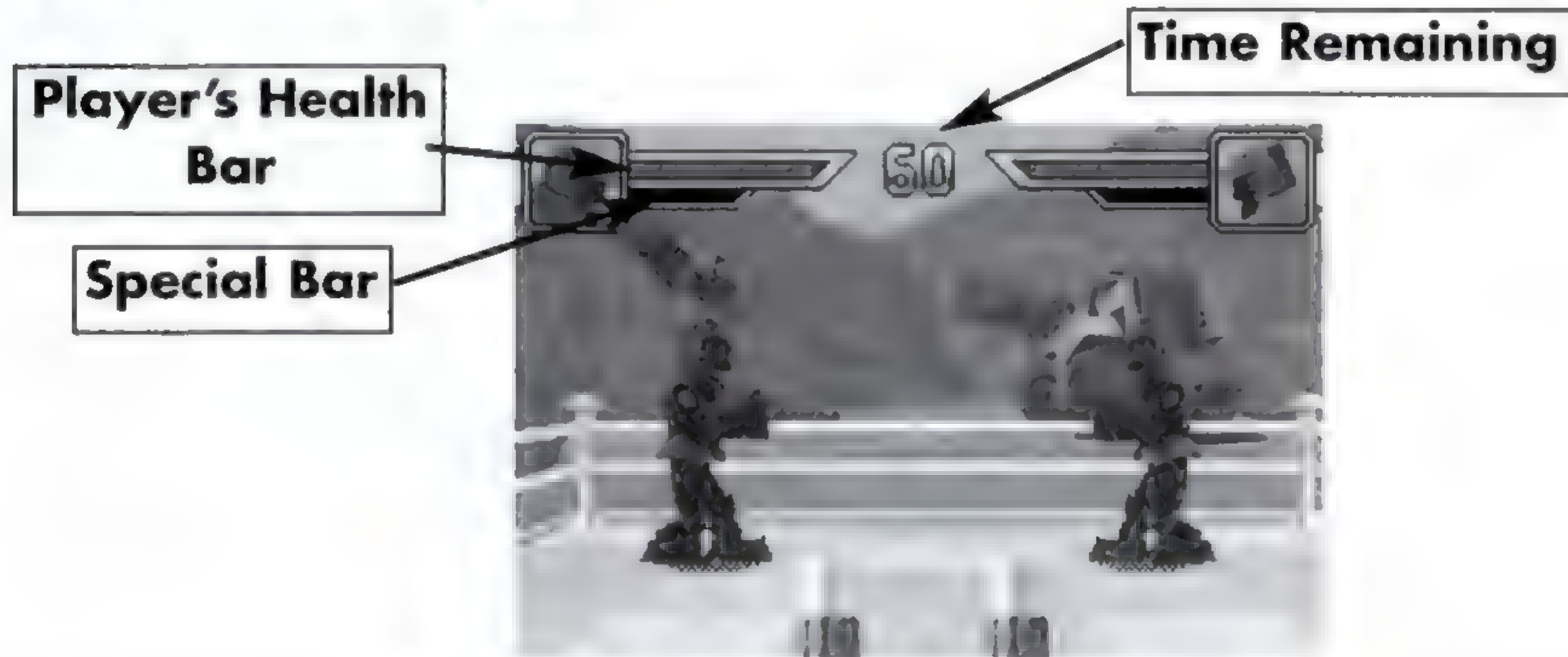
4. At any point during a match the game can be paused. From here you are able to select:

**CONTINUE:** To continue the battle.

**QUIT BATTLE:** To quit the battle and exit back out to the MAIN SCREEN.



## ***PLAYING THE GAME***



Fill up the Special Bar to be able to use each robots unique special move!



## **MOVEMENT**

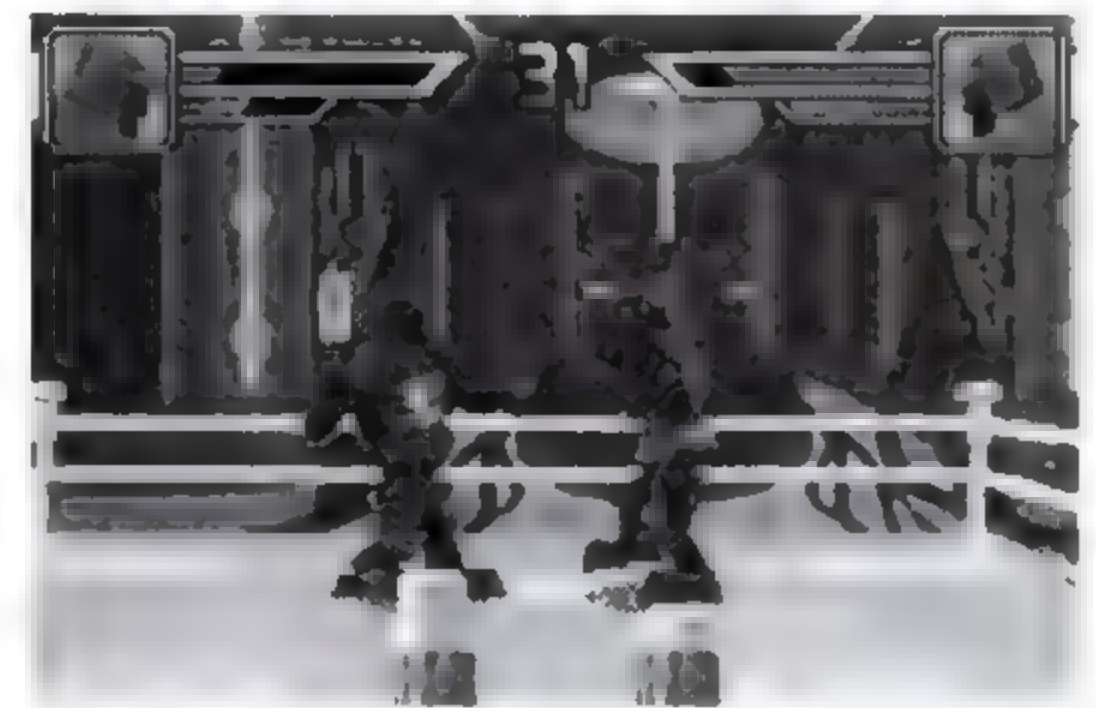
Press the Control Pad Left and Right to move the character back and forth in the ring. Pressing the Control Pad Down can also be used to crouch.

## **COMBAT**

Use the A and B Buttons to unleash a robotic rampage on your opponents. Try experimenting with different combinations of button presses for devastating effects.

## **CHARGED PUNCHES**

Hold down the attack buttons to perform strong punches. Be warned though. You leave yourself open to attack while charging, so pick your time carefully! Once you have connected with 3 charged punches, the character's special move becomes active allowing you to gain the upperhand in this mechanized brawl!



## **SPECIAL MOVES**

When the special Bar is filled, press the A and B Buttons together to unleash your robots devastating special move!



## CONCUSSION MINI GAME

When one of the combatants health is depleted, a “knock their block off” mini game is initiated. Here the object is to alternately tap the L and R Buttons in order to do a devastating finishing move!





# ***CREDITS***

## **MATTEL**

### **Director, Games and Interactive:**

Patricia Masai

### **Producer:**

Chip Bumgardner

### **Brand Manager:**

Sheila Hancock

### **Published by:**

## **DESTINATION SOFTWARE INC**

### **VP of Development:**

Paul Tresise

### **European Development Manager:**

Aeron Guy

### **Developed by:**

## **FULL FAT™**

### **Programming:**

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### **Engine:**

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C. Stewart

L. Nielsen

### **Art:**

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Sven Ruthner

Jamie Bamborough

Martin Reeve



**Assistant Producer:**

James Barnard

**Testing/Manual:**

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**Business Development:**

Paul Adams

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Rupert Young

**Managers:**

Rajesh GS

Sharad Chaturvedi

**Lead Tester:**

Jeffin Raj Paul

**Testers:**

Shashank Ambre

Sachin Lad

Girish GS

Ritesh Kosarkar

Kaushik Raul

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